CAAction Protocol Reference

Graphics & Animation: Animation



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CAAction Protocol Reference

Adopted by CAAnimation

Framework /System/Library/Frameworks/QuartzCore.framework

Availability Available in iOS 2.0 and later.

Declared in CALayer.h

Companion guides Core Animation Programming Guide

Core Animation Cookbook

Overview

The CAAction protocol provides an interface that allows an object to respond to an action triggered by an CALayer. When queried with an action identifier (a key path, an external action name, or a predefined action identifier) the layer returns the appropriate action object—which must implement the CAAction protocol—and sends it a runActionForKey:object:arguments: (page 5) message.

Tasks

Responding to an Action

runActionForKey:object:arguments: (page 5) required method
 Called to trigger the action specified by the identifier. (required)

Instance Methods

runActionForKey:object:arguments:

Called to trigger the action specified by the identifier. (required)

```
- (void)runActionForKey:(NSString *)key
   object:(id)anObject
   arguments:(NSDictionary *)dict
```

Parameters

key

The identifier of the action. The identifier may be a key or key path relative to anObject, an arbitrary external action, or one of the action identifiers defined in *CALayer Class Reference*.

anObject

The layer on which the action should occur.

dict

A dictionary containing parameters associated with this event. May be nil.

Availability

Available in iOS 2.0 and later.

Declared In

CALayer.h

Document Revision History

This table describes the changes to CAAction Protocol Reference.

Date	Notes
2007-07-24	New document that describes the protocol used by objects to respond to actions initiated by a layer.

REVISION HISTORY

Document Revision History